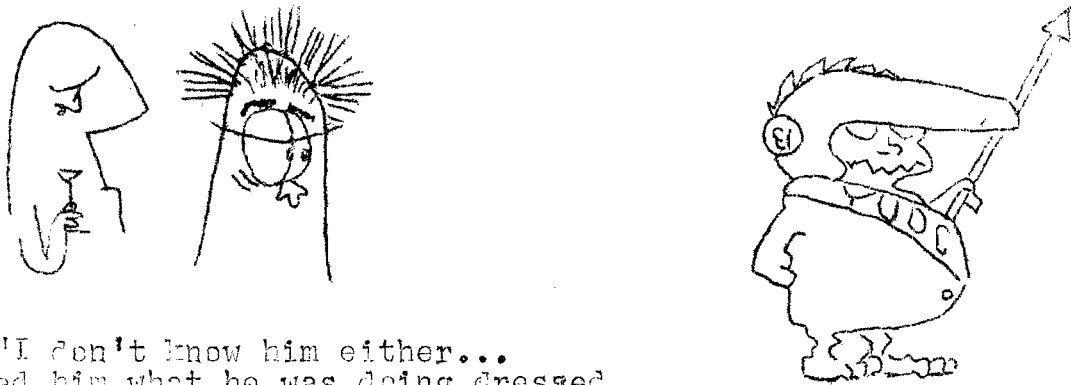


S I A B 22



"I don't know him either...
I asked him what he was doing dressed
like that at a faculty meeting,
but he shook his spear and yelled
something about being in the
Royal Guard of the Sublime Em-
peror Smythe..."

STABBINGS

GAMESMASTER

IN THIS ISSUE

John Koning
318 So. Belle Vista
Youngstown, Ohio 44509

Phone: 216 799-2141

Trantor I (1964D) -- Winter 1915
Massif I (1965E) -- Winter 1910
Trantor II (1965U) -- Spring 1907
Massif II (1966I) -- Spring 1904
sTab #II (1966Aft) -- Fall 1902

sTab is the tri-weekly journal of the YUDC, a local organization where old blackguards go to die. It currently chronicles the five games listed above, and publishes press releases, articles, slanderous lies, and gamesmaster errors (mostly the latter). Subscriptions are 10 issues for a dollar. Trades are most welcome, and backissues of all sorts are available (except for Trantor I-17).

Charles Reinsel (120 8th Ave., Clarion, Pa.) announces that he needs several players to complete the roster for his third game in Big Brother. Game fee is \$4 for those not already playing, \$2 for those enrolled in the other two games.

AMBIGUITIES AND CONTRADICTIONS John McCallum, in Brobdingnag #44 ("A Qtrs," S.E.S., Ralston, Alberta, Canada) noted a number of ambiguities and contradictions in the rules of Diplomacy. While, he realized, it is unlikely that all Gamesmasters will ever agree on one set of interpretations to cover these situations, he did encourage Gamesmasters to go on record with their particular interpretations, so that prospective (and current) players would know what they were getting into when they joined a game in a particular zine. Below is a partial list of my own rulings in the situations cited by John... partial because I am not sure of what he means in certain cases (what is "Boardman's Dilemma," and "The doubly attacked space," and what is the difference between situations A and B in regard to "the Brennan Rule"?).

A more complete set of rulings will be published when I have clarified in my own mind what these omitted situations entail. Nothing could be more horrendous than ambiguities concerning the ambiguities in Diplomacy rules. The mind boggles...

(1) THE KONING'S RULE SITUATION so called because I was first to go into detail on my reasons for ruling as I do in such situations, not because I did something original. The "Koning Rule" concerns a situation in which the Rulebook rule that 'if two units are ordered to the same space, neither may move' is set aside because one of the units attempting to enter province A is routed by a unit coming from province A. In this case the futile attack on province A by the routed unit does not prevent another unit from entering province A from a different direction.

Example: ENGLAND: A Nor-StP (in all examples, underlining indicates unsuccessful moves)
RUSSIA: A StP-Nor;
A Swe (S) A StP-Nor; and A Mos-StP

Ruling: My original reasoning is the the rule concerning standoffs is set aside when one of the units attempting to enter a contested province is routed by a unit coming from the province. Therefore Russia's A Mos-StP succeeds, the English attack on StP notwithstanding.

(2) THE COMPOUND KONING'S RULE SITUATION, OR WELL'S EXTENSION

concerns the case in which the unit attempting to enter province A is supported in its attempt, routed anyway by a unit coming from province A, and a third unit attempts then to enter A from another direction. Application of the Koning rule would permit this third unit to enter province A even though another force had attacked A with support. Thus a dilemma is produced.

Example: RUSSIA: A Rum-Bul; F Bla (S) A Rum-Bul
 TURKEY: A Bul-Rum; A Con-Bul
 AUSTRIA: A Ser and A Bud (S) TURKISH A Bul-Rum

Ruling: As I said above, my original reasoning was that the Russian Army Rumania was attacking the Turkish Army Bulgaria, and not Bulgaria itself, and that it could hardly reach through the Army Bulgaria to stop the movement of the Army Constantinople. This reasoning applied here yields the same result, and the Army Constantinople succeeds in entering Bulgaria, even though the Russian attack had support. The support, after all, was also directed against the Turkish Army Bulgaria.

(3) TWO FORCES RETREATING TO THE SAME PROVINCE The Rulebook does not cover the eventuality of two forces retreating to the same province, but general practice has been to eliminate both pieces (because, it's retreat blocked, a routed piece would have to be eliminated). This question becomes most painful when both forces come from the same country. If they can both retreat only to the one province in question, both would be eliminated... unless the player were permitted to remove one piece without retreating it, and retreat the other to the empty province (more on this later).

Example: The Austrian Armies Trieste and Vienna are both routed, and the only open province adjacent to either one is Budapest.

Ruling: If both are ordered to retreat to Budapest, both are annihilated.

In general, if two pieces are ordered to retreat to the same province, both are annihilated. No alternate retreat is permitted. This can be a useful tool in the case of multi-nation retreats.

(4) SUPPORT BY FLEETS IN SPLIT PROVINCES The question arises as to whether a Fleet on the South Coast of Spain can support an attack on Gascony, since a Fleet in Gascony can support an attack on the South Coast of Spain.

Example: FRANCE: A Gas-hold
 ITALY: X Mar-Gas; F Spa (SC) (S) A Mar-Gas

Ruling: Since the Rulebook states that a unit may give support only into a province that is "one to which the supporting unit could have made a move if not opposed by other units," I rule that a Fleet on the South Coast of Spain cannot give support into Gascony. Ditto in all like situations. Since a Fleet in Gascony could, if unopposed, move to Spain, it may of course, give support to an invasion of Spain -- even to a Fleet moving to the South Coast of Spain (which coast a Fleet Gascony could not reach).

(5) BRANNAN'S RULE states that a convoyed attack is assumed to come from the direction of the last convoying fleet. This gives rise to some (rare) complications, but prevents a convoyed army from cutting support given by the attacked piece to an attack on the last convoying fleet.

Example: AUSTRIA: F Adr-Ion; F Gre (S) F Adr-Ion
 ITALY: A Nap-Gre; F Ion (C) A Nap-Gre

Ruling: By standard rule, the attack on Greece comes from Naples, thus cutting support given by Greece to the move "F Adr-Ion". However, by Brannan's Rule, the attack on Greece comes from the Ionian, and thus cannot cut Greece's support of the attack on the Ionian. The move "F Adr-Ion" succeeds, and the convoy is cut. This is true even with the additional Italian move "F Aeg (S) A Nap-Gre," which would allow the Army Naples to take Greece if the convoy were not cut.

(6) THE SURROUNDED FORCE ATTACKED ON TWO SIDES Suppose a force in a province is attacked by two equally supported forces. A standoff occurs in the province, but what of the army sitting there? Shouldn't it be ground to mincemeat, sitting in the middle of a battlefield for two superior forces.

Example: GERMANY: A Ber-hold
 ENGLAND: A Kiel-Ber; A Mun (S) A Kiel-Ber
 RUSSIA: A Sil-Ber; A Pru (S) A Sil-Ber

Ruling: Since a piece, by the Rulebook, can be annihilated only by being routed and having no available retreat (or by making no retreat), and since the German Army Berlin above is not routed, I rule that it is not destroyed.

(7) THE COASTAL CRAWL Since, to all intents and purposes, Fleets find the North and South coasts of Spain (and the South and East coasts of Bulgaria) two different provinces, can a Fleet move from one coast to a second space, while a second fleet moves from this second space to the other coast? (This effects an exchange of positions, forbidden by the Rulebook.)

Example: ITALY: F Spa (SC)-Port; F Port-Spa (NC)

Ruling: I allow the Coastal Crawl. The Italian moves succeed.

- (7) OTHER QUESTIONS upon which the Rulebook is clear enough, but upon which Gamesmaster practice varies:
- a) The Victory Criterion: Victory occurs in a game whenever (Spring, Fall, or Winter) one Power has the majority (more than half) of the pieces on the board... regardless of whether or not he has the majority of supply centers.
 - b) Support standing of a force ordered to move: is not allowed in sTab games. (i.e., the move "A Tyr (S) A Vie" is illegal in conjunction with the move "A Vie-Gal".)
 - c) The Spring raid: forces of any country may move into foreign supply centers in the Spring, and out again in the Fall, without affecting the ownership of these centers. Ownership changes hands only when a piece sits in a previously foreign- (or un-) owned center after a Fall move, complete with retreats, has been played.
 - d) Convoyed support: support may not be convoyed in sTab games.
 - e) The cutting of the cutting of support: in sTab a piece may successfully cut support by attacking province A, even when it is itself routed by an attack from province C. (i.e., the French move A Bur-Mun will cut the support "A Mun (S) A Kie-Ruhr" even with the successful German move "A Bel-Bur, A Pic (S) A Bel-Bur.")
 - f) Convoying between contiguous provinces: if a player wishes, he may convoy an Army from Belgium to Holland via the North Sea, even though, by the Brannan Rule, this could cut Holland's support for an attack on Belgium.
 - g) I also allow the exchange of provinces via convoy. That is, I would permit the English "A Lon-Bel, F Nth (C) A Lon-Bel" and the French "A Bel-Lon, F Eng (C) A Bel-Lon."
- (8) REPLACEMENT PLAYERS It has been my practice, for some time, to replace delinquent players in my games. Influenced by Wells' and McCallum's discussion of the advantages of a player lying doggo for a few game years to distract his opponents, and by the right of a player to do anything he damned well pleases with a country once he has paid his fees to play it, I will discontinue the Replacement Player system in future sTab games, and in present games where it has never been applied (1965E). I will continue it where it has been used (1964D, 1965U, 1966I). This will not prevent a player from resigning and providing his own successor.
- (9) RETREATS contrary to my own somewhat confused previous practice, I will in future allow a player to exercise the option of removing a routed piece rather than retreating it. This will mean that when a routed piece has only one retreat, I will retreat it to keep the game moving, and give the player concerned about 10 days to notify me if he wants it removed instead. This will, to some extent, alleviate the sorrow of a player who has two retreats to make and only one open province (item #3 above).

Sorry this discussion has taken so much space, but I felt my stand should be clarified. Comments, suggestions, attacks welcomed.

EARL THOMPSON

ENGLAND: F Nth (C) A York-Den; F Helg (S) A York-Den; F Swe (S) A York-Den; A York-Den

JOHN SMYTHE

FRANCE: F Mid-Iri; F WMed-Mid; A Spa-Pied; F Lyon (S) A Spa-Pied; A Bur-Mun; A Bel (S) GERMAN A Hol
GERMANY: A Mun-Sil; A Ber (S) A Mun-Sil; A Hol (S) FRENCH A Bel; F Den-Bal
ITALY: A Ven (S) A Boh-Tyr; A Boh-Tyr; F Adr-Tri; F Ion-hold

DEREK NELSON

AUSTRIA: A Vie-Boh; A Tyr-Mun; A Tri-hold; F Alb-Adr
RUSSIA: A Sil-Ber; A Pru (S) A Sil-Ber; F Both-Bal; A Gal (S) A-H A Vie-Boh; F Bla-hold
TURKEY: A Ser (S) A-H A Tri; F Gre-Ion; F Aeg (S) F Gre-Ion; F EMed (S) F Gre-Ion; A Smy-hold

Underlined moves do not succeed. The Italian Fleet Ionian Sea retreats to Tunis. The German Fleet Denmark retreats to Kiel, and the German Army Berlin to Munich. The Austrian Army Tyrolia is retreated by the Gamesmaster to Vienna. The Austrian player has until THURSDAY, 10 November 1966, to exercise his option to remove instead. (In which case he would have a build coming.)

DEADLINE FOR "WINTER 1902" ORDERS IS SATURDAY, 19 NOVEMBER 1966

BUILDS:

ENGLAND: Lon, Liv, Edi, Nor, Swe, Den ((6)) Build TWO
FRANCE: Bre, Par, Mar, Spa, Por, Bel ((6)) No change
GERMANY: Bst; Mun, Kie, Den, Hol ((3)) Remove ONE
ITALY: Nap, Rom, Ven, Tun ((4)) No change
AUSTRIA: Vie, Bud, Tri, Gre ((4)) No change
RUSSIA: Mos, War, Sev, StP, Rum, Ber ((6)) Build ONE
TURKEY: Ank, Con, Smy, Bul, Ser ((5)) No change
=====

LONDON: England will occupy and control Norway, Sweden, and Denmark in addition to her homeland.

PARIS: The forces of honor and nobility, embodied in the Franco-German-Italian Alliance, will under no circumstances and notwithstanding any pressure from the East, have any dealings with the Earl of Thompson and his countrymen, except to exert all efforts to grind them back into the mud from which they have risen. Congratulations to Derek Nelson on his future victory in this war, though it must be admitted that history is in his favor. On many battlefields and in many wars have Thompsons and Smythes met, and ever have they been enemies.

ST. PETERSBURG: To prove to all of Europe that the Eastern Alliance is not a savage tyranny, as Germany would make us out, we have adopted a new Alliance anthem: "Oh, we're hanging Good King Willy from the old tree tonight, yes, we're hanging.."

TRANTOR

#47/SVG #47

"Winter 1915, Game I"

29 October 1966

ENGLISH NAVY DISAPPEARS

TURKISH ARMY EAST FOUND

ENGLAND: Removes F Liverpool, F London, F North Sea
(Thompson)

ITALY: Builds A Rome, F Naples
(Nelson)

AUSTRIA: Builds A Trieste
(McCallum)

TURKEY: Builds F Ankara
(Brannan)

Correction: Please note that the Turkish Army routed in Smyrna in "Fall 1915" retreats to Armenia rather than being destroyed as was reported in STAB #21. (Thanks, John McCallum.) Turkey therefore has A Sev, A Arm, A Bul, and F Ank, and 5 centers.

DEADLINE FOR "SPRING 1916" ORDERS IS SATURDAY, 19 NOVEMBER 1966

CHANGE OF ADDRESS: Charles G. Brannan
2417 Webster St.
Berkeley, Calif.
94705

=====

COPENHAGEN (13 October 1915) The Alliance of Desperation has at last fallen apart. Even as Austro-Hungarian forces march triumphantly into this city, five days after the English Second Fleet abandoned it, disquieting reports come from the South of betrayals by two quondam allies, Italy and Turkey. Local officers are furious, and it is reliably reported that a Victory Parade scheduled for Vienna on 11 November has had to be cancelled.

"There's one bright spot," the Grand Duke of Noumaria informed me. "The Italians and Turks are fighting each other at least as hard as they're fighting us. With more manpower than they possess combined, we have had our victory delayed but not denied. Before two years are out, my inquisitive Yankee friend, our venerable Emperor will add 'Emperor of Europe' to his many titles. And if you can manage to be assigned as Resident Correspondent at the Imperial Court, there was always be a seat at your disposal at the Noumarian town chateau!" -- James Branch Water, Lichfield Times-Despatch

SPRING 1907

TRANTOR #47

29 October 1966

"Spring 1907, Game II"

FRENCH ADVANCE INTO BOHEMIA
DEADLOCK IN PRUSSIA, TURKS IN WEST MED

ENGLAND: F Mid (S) FRENCH F WMed; F Bal (C) A Swe-Pru; A Swe-Pru;
(McCallum) A Ber (S) A Swe-Pru; A Livo (S) A Swe-Pru; A StP (S)
A Livo; A Kie (S) FRENCH A Ruhr-Mun; A Edi-Den; F Nth (C)
A Edi-Den

FRANCE: A Mun-Boh; A Ruhr-Mun; A Hol-Ruhr; A Par-Gas; F Bre-Eng;
(Reinsel) F WMed (S) F Lyon; F Lyon (S) F WMed; F Mar (S) F Lyon

ITALY: A Tri-Tyr; A Pied (S) A Tri-Tyr; F Tus-Lyon; F Tun (S)
(Wells) TURKISH F Tyrr-WMed; F Naf (S) TURKISH F Tyrr-WMed

RUSSIA: A Vie (S) ITALIAN A Tri-Tyr
(Boardman)

TURKEY: F Smy-EMed; F Con-Aeg; F Tyrr-WMed; F Bla-Con; A Bud
(Smythe) (S) A Rum-Gal; A Rum-Gal; A Sev-Mos; A Ukr (S) A Sev-Mos;
A Mos-Livo; A War-Pru; A Sil (S) A War-Pru

Underlined moves do not succeed. The French Fleet Western Med is routed and must retreat to Spain or be destroyed. The French player has until THURSDAY, 10 November 1966, to exercise his option to remove. Otherwise, all players should assume the fleet retreats to Spain (SC).

DEADLINE FOR "FALL 1907," ORDERS IS SATURDAY, 19 NOVEMBER 1966

○ MASSIF^{no}BB ○

Game 1965E

"Winter 1910"

29 October 1966

FRENCH SCUTTLE TUNISIAN FLEET
CHAOS IN TURKEY?

FRANCE: Removes Fleet Tunis
(Root) Retreats Army Burgundy to Gascony

TURKEY: No moves received
(MacKenzie)

Since no moves were received from the Turkish player, his build must wait until the "Winter 1911" builds.

DEADLINE FOR "SPRING 1911" ORDERS IS SATURDAY, 19 NOVEMBER 1966

VENICE (DWE) The Austrian Army here is reportedly rallying its vast forces before renewing its drive to conquer Europe. Lights burn late in all capitals as a result.

LONDON England mobilizes her navy to protect her homeland. The
Fleets have been recalled and England awaits the end of
the war.

Game 1966I "Spring 1904, Game II" 29 October 1966

G E R M A N U N I T S I M M O B I L I Z E D

ENGLISH LAND IN DENMARK

ENGLAND: F Swe-Den; F Nth (S) F Swe-Den; A Fin-Swe; F Lon-Eng;
(Cartier) A Yor-Wal

FRANCE: F Spa (SC)-WMed; F Mid (S) F Spa-WMed; A Mar-Spa;
(Tzudiker) A Gas (S) A Bur-Mar; A Bur-Mar; A Bel-hold

GERMANY: No moves received. Fleets Kiel, Both; and Armies Mos,
(Lake) War, Vie, Tyr, Ber, Hol and Mun -- hold.

ITALY: A Pied-Mar; F WMed-Spa; A Ven (S) AUSTRIAN A Alb-Tri;
(Wells) F Lyon (S) F WMed-Spa

AUSTRIA: A Ser-Bul; A Alb-Tri; F Gre (S) A Ser-Bul; F Mon-Adr;
(von Metzke)

RUSSIA: A Livo-StP
(Latimer)

TURKEY: F Smy-EMed; F Aeg-Gre; F Bul (EC)-Bla; A Con-Bul;
(Davidson) A Rum (S) A Con-Bul

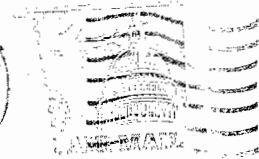
Underlined moves do not succeed.

DEADLINE FOR "FALL 1904" MOVES IS SATURDAY, 19 NOVEMBER 1966

WIEN: This is our last gasp! Listen well or you may be too late.
Stop Germany! Italy and France are FOOLS to continue the war
-- if Italy will move to Trieste we will support her in... but
STOP MOOLF! This is a recording.

FROM:

John Koning
318 So. Belle Vista
Youngstown, Ohio 44509



VIA AIR MAIL

Carroll, Ontario
Canada